

**Amendments to the Claims:**

1. (Canceled)

2. (Canceled)

3. (Canceled)

4. (Canceled)

5. (Canceled)

6. (Canceled)

7. (Canceled)

8. (Canceled)

9. (Canceled)

10. (Canceled)

11. (Canceled)

12. (Canceled)

13. (Canceled)

14. (Canceled)

15. (Canceled)

16. (Canceled)

17. (Canceled)

18. (Canceled)

19. (Canceled)

20. (Canceled)

21. (Canceled)
22. (Canceled)
23. (Canceled)
24. (Canceled)
25. (Canceled)
26. (Canceled)
27. (Canceled)
28. (Canceled)
29. (Canceled)
30. (Canceled)
31. (Currently Amended) A method for automatic control of real world entities that may be controlled by a computerized control system, wherein the real world entities are represented as instances of objects, and wherein the control of an individual entity depends on the relationship of the entity to other entities, the method comprising the steps of:  
  
creating at least two structures, wherein each structure is based on a certain type of relationship between object instances,  
  
creating at least one composite object type comprising at least two formal instances, wherein each formal instance contains information about instantiation of a certain object type and the at least one composite object describes by means of formal instances how to arrange

object instances in data structures that are not in the same class hierarchy, and wherein at least one such object type defines a function for control of a real world an entity,

locating each formal instance in at least one of two groups of formal instances, wherein each group is associated with a structure, and at least two groups are associated with different structures,

instantiation of the composite object type, wherein for each group of formal instances corresponding real world object instances are created and located in the structure with which the group is associated,

automatically changing at least one object instance thus created, said object instance defining a function for control of a real world entity, such that said function for control is adapted to the relationship of the object instance to other object instances in at least one of the resultant structures such that the control of the corresponding real world entity is adapted to the relationship of said entity to other entities.

32. (Previously Presented) A method according to claim 31, wherein at least one formal instance is of a composite object type.

33. (Currently Amended) A method according to claim 31, wherein one structure is based on functional properties of the real world-entities and another structure is based on the physical location of the real world entities.

34. (Currently Amended) . A method according to claim 31, wherein a formal instance comprises a description of how the properties of the

corresponding object type are to be changed when a an actual instance is created.

35. (Previously Presented) A method according to claim 31, wherein at least one formal instance represents a group of formal instances.

36. (Currently Amended) . A system for automatic control of real world entities that may be controlled by a computerized control system, wherein the ~~real world~~ entities are represented as instances of objects, and wherein the control of an individual entity depends on the relationship of the entity to other entities, the system comprising:

at least two structures, wherein each structure is based on a certain type of relationship between object instances,

composite object types comprising at least two groups of formal instances, wherein each group is associated with a structure, and wherein each formal instance contains information about instantiation of a certain object type and the at least one object type describes by means of formal instances how to arrange object instances in data structures that are not in the same class hierarchy, and wherein at least one such object type defines a function for control of a ~~real world~~ entity,

automatic functions which, when the composite object type is instantiated, for each group of formal instances create corresponding real world instances and locate these in the structure with which the group is associated, and change at least one object instance, thus created, which defines a function for control of a ~~real world~~ entity, such that said function for control is adapted to the relationship of the object instance to

other object instances in at least one of the structures in which the object instance is located, the control of the corresponding ~~real-world~~-entity thus being adapted to the relationship of said entity to other entities.

37. (Currently Amended) A computer program comprising program code means for performing any of the steps of a method of automatically controlling ~~real-world~~-entity in computerised control applications wherein the ~~real-world~~-entities are represented as instances of objects, and wherein the control of an individual entity depends on the relationship of the entity to other entity, the automatic control method comprising the steps of:

creating at least two structures, wherein each structure is based on a certain type of relationship between object instances,

creating at least one composite object type comprising at least two formal instances, wherein each formal instance contains information about instantiation of a certain object type and at least one object type describes by means of formal instances how to arrange object instances in data structures that are not in the same class hierarchy, and wherein at least one such object type defines a function for control of a ~~real-world~~ entity,

locating each formal instance in at least one of two groups of formal instances, wherein each group is associated with a structure, and at least two groups are associated with different structures,

instantiation of the composite object type, wherein for each group of formal instances corresponding real world object instances are created

and located in the structure with which the group is associated,  
automatically changing at least one object instance thus created,  
said object instance defining a function for control of a ~~real world~~-entity,  
such that said function for control is adapted to the relationship of the  
object instance to other object instances in at least one of the resultant  
structures such that the control of the corresponding ~~real world~~-entity is  
adapted to the relationship of said entity to other-entities.

38. (Previously Presented) A computer program as claimed in claim 36,  
wherein the program code means are stored in a computer readable  
medium.